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PAL

Winky



THE LITTLE BEAR

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PlayStation®

SCES-00699

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• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLIS-00079

WINKY THE LITTLE BEAR INSTRUCTION MANUAL

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STARTING THE GAME

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a disc.
2. Insert the Winky the little bear disc and close the Disc Cover.
3. Insert a Controller into Controller port 1 and turn on the console.
4. After the opening visuals, the Language Select menu appears. Use ↓ ↑ ← → to highlight a language & press X to select.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

BASIC CONTROLS

Action

- Move cursor
- Exit Current Screen
- Confirm/Select
- Pause/Select
- Select colour on palette
- Select colour on palette
- Select colour on palette
- Select colour on palette

Command



MAIN MENU

The Main Menu screen allows you to choose one of the following options, each of which is explained below:

1. Camera Icon = Cartoon Video
2. Palette Icon = Colouring Book
3. Jigsaw Icon = Puzzle Activity
4. Toolbox Icon = Options

Note: If you do not touch any of the buttons on your Controller within 60 seconds of entering the Main Menu screen, the Video will play automatically.

1. CARTOON

After selecting the Camera Icon at the Main Menu, you will be taken to this screen. This option starts the cartoon video playing. At the end of the video you will be returned to the Main Menu. By pressing the L1 button at any time whilst viewing the CARTOON screen, you access the

Pause menu. Here, you are given the option to QUIT back to the main menu, RESUME play, or access the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the X button to confirm.

2. COLOURING

After selecting the Palette symbol at the Main Menu, you will be taken to the Choose Picture menu. This menu offers a choice of six pictures to colour in. These can be selected using the directional buttons to highlight the picture you want, and then pressing the X button or the L1 button to confirm your selection. If you press the L2 button on the Controller you will be returned to the previous menu.

Once you have confirmed the picture that you want to colour, you reach the colouring screen itself, with the outline picture taking up most of the screen and the colour palette at the bottom of the screen (which contains the 11 colours).

You control a paintbrush pointer using the directional buttons, which can be moved around the outline picture. If you press the X button, the section of the picture that the paintbrush is over is filled in with the colour currently selected from the palette.




You can select one of the 11 palette colours by using the L1 button or the L2 button to move selection to the left, and the R1 button or the R2 button to move it to the right. You can also pick a colour by moving the brush over any of the colours on the colour palette using the directional buttons and then pressing the X button.

To help you remember how to select colours quickly, a key highlighting the fast colour select functions is displayed at the bottom of the screen.


By pressing the L1 button at the COLOURING screen, you access the Pause menu. Here, you are given the option to QUIT back to the main menu, RESUME play, or access the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the X button to confirm.


3. PUZZLE ACTIVITY



After selecting the Jigsaw symbol at the Main Menu, you will be taken to the Puzzle Select menu, which contains six pictures to choose from. These are selected by using the directional buttons to highlight the picture you want and then pressing the X button or the L1 button to confirm your selection. If you press the L2 button on the Controller you will be returned to the previous menu.

After you have selected the picture of your choice, you will be taken to a menu where you can select the number of tiles for your puzzle. This screen offers you a choice of options displayed as 3x3, 4x4, 5x5 and 6x6 icons. You can select one of these options by using the directional buttons to highlight your chosen icon and then pressing the  button or the  button. If you press the  button on the Controller you will be returned to the previous menu.

The next screen is the puzzle screen itself, with the puzzle taking up most of the screen, along with a small image of the completed picture. When this screen first appears, the puzzle is 'scrambled'. A timer will start counting up in seconds.



You then control a pointer using the directional buttons, which can be moved around the puzzle tiles. By pressing the  button, the tile under the pointer will move to the adjacent empty square (if there is one).


When you have solved the puzzle, the timer will stop and the message "WELL DONE PLAY AGAIN Y/N" will be displayed. After selecting your decision with the directional buttons and pressing the  button, the puzzle will either return to the Puzzle Select menu, or take you back to the Main Menu.

By pressing the  button at the PUZZLE ACTIVITY screen, you access the Pause menu. Here, you are given the option to QUIT back to the main menu, RESUME play, or access the OPTIONS (which are explained later in this manual). Simply use the directional buttons to select one of these options and press the  button to confirm.

4. OPTIONS

After selecting the Toolbox icon on the Main Menu, you will be taken to the Options menu. This menu features three icons: a Speaker with a reel of film (to alter the volume of the Cartoon feature), a Speaker (to alter the in-game sound) and a Mouse (to alter the speed of your on-screen cursor).

Highlight any of these options by pressing the directional buttons. A sliding scale next to each of these icons represents how far you can alter the icon's properties to make each option louder/quieter or faster/slower. Once you have selected an icon, you can alter these attributes, by pressing the  directional button to decrease the sliding bar, whilst the  directional button increases it.

Once you have altered the Options menu to suit your preferences, press the  button to return to the Main Menu.

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